

C²
concl.

electronic memory storing an amount of credit available for play, said amount of credit being determined by an outcome of at least one of said plurality of gaming apparatus played; means associated with a first of said plurality of gaming apparatus for printing a unique code on a permanent storage record representing an identification code; a code reader associated with a second of said plurality of gaming apparatus, said code reader being capable of reading said unique code on said permanent storage record that was printed by said printing means associated with said first of said plurality of said gaming apparatus; and means for providing a first signal responsive to said unique code printed on said permanent storage record causing generation of a second signal representing an amount of credit for play associated with said unique code printed on said permanent storage record; whereby said permanent storage record printed by said printing means associated with said first of said plurality of gaming apparatus can be read by said code reader associated with said second of said plurality of gaming apparatus and credit authorized for play of said second of said plurality of gaming apparatus.--

On page 7, line 32, delete the heading "Objects of Invention."

Delete all of the paragraphs set forth between page 7, line 33 and page 8, line 22.

IN THE CLAIMS:

✓ Please cancel claims 82 and 83.

✓ Please amend the claims as follows:

sub b17
C³ 77. (Amended) A gaming system that pays credits responsive to an outcome of a game played comprising:

- a. a plurality of gaming apparatus;
- b. an electronic memory storing an amount of credit available for play, said amount of credit being determined by an outcome of at least one of said plurality of gaming apparatus played;